

Thrall 65' Bulkhead Flatcar

For Train Simulator 2013 by Golden Age of Railroading



Package Description: This freeware package brings you the model of a Thrall 65' bulkhead flatcar, ready to run on your Train Sim 2013 tracks. The car comes in five versions: empty, log rack (loaded and empty), and with two packaged timber loads.

The loads are *not* interactive any more, you will not be able to load or unload the cars in a scenario. However, the upside to the loss of the interactive loading feature is that the cars now have more realistic car weight and braking physics settings.

System Requirements and Installation:

System Requirements: You must have installed Train Simulator 2013 and the Sherman Hill route, which is required for the car's sounds.

Installation:

1. Download the .RWP file and save it in a secure place on your hard disk – just in case you might have to reinstall the cars at a later time.
2. Launch [the Utilities](#) (“utilities.exe”, found in your main Railworks directory) and select the [Package Manager](#).
3. Click the [Install](#) button, browse to the file from step one, click [Open](#). The package will be installed now, after which you can already run your new cars in the game!
4. To be able to place the cars in a scenario, you will first have to enable the [object filter](#) (left-hand mid flyout window, button that shows a blue cube with an orange triangle) for developer “[GreatNortherner](#)”, product “[GNRy](#)”. Also enable developer “[RSC](#)”, product “[ShermanHill](#)”, or the cars won't have any sounds.
5. The cars will show up in the asset browser in the game listed as “[Bulkh Flatcar BN...](#)”

Backwards Compatibility and Older Repaints: Please note that this model might not work in older versions of Railworks.

Old Repaints: This is an updated version of the previously released Railworks 3 model of the same car. You should be able to use older repaints with it, however you should copy the textures from the new default model into each repaint's textures folders (without overwriting anything).

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One or more textures on this 3D model have been created with images from CGTextures.com. These images may not be redistributed by default, please visit www.cgtextures.com for more information.

Support & Contact Information:

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